

METHOD AND SYSTEM FOR CREATION OF VIRTUAL EVENTS

ABSTRACT OF THE DISCLOSURE

A distributed application service provider allows decentralized and dynamic creation of
5 virtual events for presentation through the Internet in real time to meet specific presenter needs.
An administration module authorizes plural organizations to create virtual events with a virtual
event engine. An organization administrator authorizes event champions to create virtual events
with a rapid event generator to generate a virtual event object that establishes the architecture of
the virtual event. Based on permissions from the event champion, contributors, such as
10 presenters keynote speakers, exhibitors and/or sponsors, upload content to the virtual event
engine through a contributor module. Object oriented use cases define functionality for the
virtual event engine to allow decentralized creation of virtual events that are created on demand
in real time in a scalable and flexible manner, presented for a predetermined time, and archivable
as objects tagged with metadata to establish an organization's larger learning architecture.